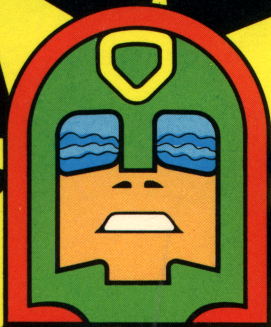


QUASAR COMMANDER



CAT. NO.
26-3051

Radio Shack

TRS-80

**COLOR
COMPUTER**

TM

Quasar Commander

Radio Shack®

 A DIVISION OF TANDY CORPORATION
FORT WORTH, TEXAS 76102

First Edition

Quasar Commander Program:
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Introduction

Quasar Commander is an exciting game of skill to play on your TRS-80 color computer. You are at the helm of a Starship. Imagine that your video screen is a window looking into outer space. Your laser sights are in the center of this "viewscreen". Try to destroy as many enemy ships as possible before colliding with them. This game contains variations for countless hours of fun.

Although you may use 4K, best results (smoothest animation) may be obtained with a 16K RAM option.

Setting Up

First, make sure that the joysticks are properly connected to the computer. Next, turn on the TV and turn the volume up slightly. Insert the Quasar Commander cartridge in the slot on the right side of the computer. When you turn on the computer, you will see your first choice of options.

Play Against Option

Press the **1**, **2** or **3** key to select the method of ending each game. Number 1 lets you play against time with no restriction on the number of shots. Number 2 allows you 35 shots at the enemy with no restriction on time. Number 3 puts no restriction on time or number of shots at the enemy. You can press **Q** to end the game. Within five seconds, the screen will freeze so you can note your score. Press **ENTER** to reset the game.

Note: Your time or number of shots remaining (depending on which option you are using) is shown in the top left corner.

The Enemy

You have control over the strategy of the enemy. Before the game begins, decide if you want the enemy to try to escape or remain stationary while you are "homing in" on their "ship".

The enemy appears in three different forms. Scouts appear as two-winged ships. Battle Cruisers appear as one-winged ships with boxed ends. Disguised Battle Cruisers have a circular force-field that gives them the appearance of large dots.

As You Destroy the Enemy

There are two options in this feature of the game:

If you choose the number **[1]** key, you begin with all three forms of the enemy ships. With this first option, there will always be 16 Scouts, 9 disguised Battle Cruisers, and 5 Battle Cruisers. When you destroy an enemy ship, another ship appears somewhere else.

If you choose key number **[2]**, you begin with only Scouts. After a Scout is destroyed, it later appears as a disguised Battle Cruiser. Destroy the disguised Battle Cruiser and a Battle Cruiser will appear somewhere else. When you destroy the Battle Cruiser, it later appears as a Scout starting the cycle over again. This is a special mode that requires additional strategy. First, destroy several Scouts, then attack the disguised Battle Cruisers. After you have done that, try to destroy the high-scoring Battle Cruisers.

Levels of Difficulty

Easy — Do not attempt to play a more difficult game until you feel comfortable at this level. Your enemy only needs to be within firing range and in the general area of the sight before you can destroy it. This will move slowly so you can become accustomed to the game.

In-Between — Between numbers 2 and 8, the difficulty increases as the number gets larger. As the difficulty number increases, your target must be centered more precisely before it can be destroyed. After you become comfortable playing the easier game, gradually increase the difficulty as you become more experienced.

Hard — After you have mastered the game at all lower levels, you should be ready to play the most difficult game. You will have to center the sight on the target precisely and let the enemy ship get very close to you before you can destroy it. The enemy will approach rapidly and collide with your ship if you do not first destroy the enemy ship. You will find that this level offers the greatest challenge.

Note: The closer an enemy ship is, the larger and more clearly defined it becomes. In any level of difficulty, the enemy must become recognizable as a spaceship before it can be destroyed.

Using the Joysticks

Your left joystick is used to control speed. Pull it all the way back to put your ship in reverse. Reverse is very slow and is used only for close maneuvering.

Now, push the joystick one-quarter of the way forward and you will come to a complete stop. Move it further forward and your ship will begin to move forward. The further forward you push the joystick, the faster you will go. Be careful though, the faster you go the harder it is to maneuver your ship. You will need to use the speed control to chase the enemy when using the option which allows the enemy to escape.

The right joystick is your ship's steering device. Steer left to move left, and right to move right. Pull the right joystick back towards you and your ship will climb higher. Push the joystick away from you and you dive.

The button on each of your joysticks has a separate and important purpose. The left button is used to fire your lasers. The right button activates the Auto-Pilot.

Note: If you leave your finger on the fire button for a continuous blast, the flash is so bright, you cannot see the spaceships on your video screen.

Your Ship's Equipment

Your ship has radar. Press the [@] key and you will see a "vee" on the screen. Inside the "vee" are all the enemy ships ahead of you in space. Two flashing dots indicate that the object is a Battle Cruiser. You can broaden your view by pressing the [1] key or magnify and narrow your view by pressing the [3] key. Press the [2] key to return the radar screen to its original magnification. Turn off the radar by pressing the [@] key again.

Note: You will not be able to hit an enemy ship when using the radar.

During regular play of the game you may press either the **[1]**, **[2]** or **[3]** key for the same changes in magnification as with the radar. Objects will seem to change position faster as the magnification is increased. It is easier to hit the enemy ships when they are fully magnified.

The Auto-Pilot can be put into control of your ship by pressing the **[A]** key or your right joystick button. Please note the line which appears below your score, in the right top corner of your screen. It tells you that your Auto-Pilot is on. This is helpful in tracking down the enemy, but should not be relied on to fire the lasers at enemy ships. The Auto-Pilot usually forgets to do this and allows the enemy to collide with your ship. Press the right joystick button again to disengage the Auto-Pilot.

Scoring

Disguised Battle Cruisers — 0 points

Scouts — 3 points

Battle Cruisers — 15 points

Collision — loss of 10 points

Note: When your score totals 100 points or more, your score is reduced by 100 points, and you receive an additional 15 laser shots or 50 minutes depending on which "Play Against" option you choose.

Quasar Commander is an excellent game for competing with others as well as with yourself. The following modes have been selected for competing on two different levels.

Options

Play Against:

The Enemy:

Destroying the Enemy:

Difficulty:

Family Competition

Time

Is Stationary

More Appear

3

Expert Competition

Time

Tries to Escape

There are Fewer Left

8

Starting the Game

Press the **[1]** key to start the game. You may wish to reverse the usual direction of the game before you begin to play. Press the **[2]** key to reverse the airplane-like up-down steering. Press the **[3]** key to reverse the right-left steering and the **[4]** key to reverse your speed control. (Push the joystick forward to move in reverse, and pull it back to move forward.) The game will begin immediately after you have made your choice.

Score Ratings

Family Competition

Below 50 points – Novice

Over 50 points – Fair

Over 75 points – Good

Over 100 points – Great

Over 150 points – Superior

Go to Expert Competition

Expert Competition

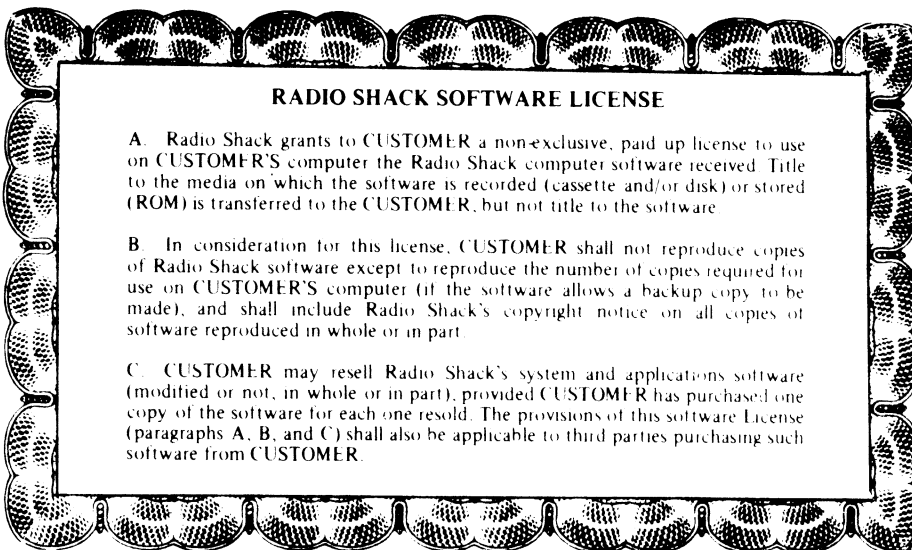
Below 75 points – Go Back to Family Competition

Over 75 points – Good

Over 100 points – Great

Over 150 points – Superior

Over 200 points – Send Us Your Name and Picture for Our Bulletin Board!!

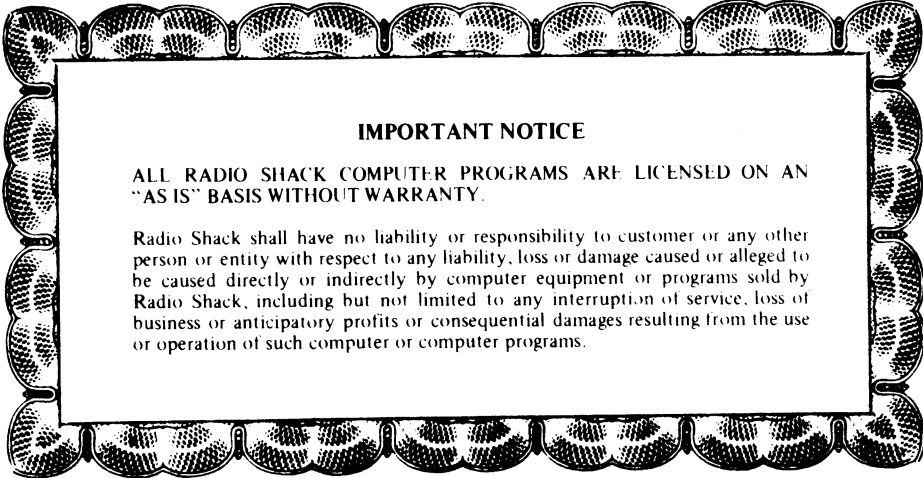


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